

ELECTRONIC GAME MACHINE**Publication number:** JP9308769**Publication date:** 1997-12-02**Inventor:** SHIMOMICHI TAKASHI; SASANO MASAYA**Applicant:** BANPURESUTO KK**Classification:**

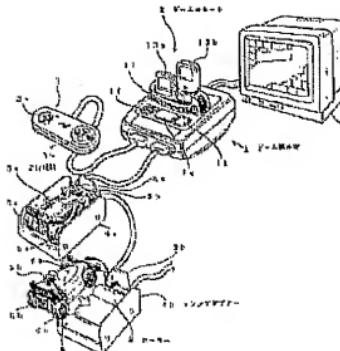
- International: G09B9/04; A63F13/00; A63H18/02; A63H30/02;
 G09B9/04; A63F13/00; A63H18/00; A63H30/00; (IPC1-
 7): A63F9/22; A63H18/02; A63H30/02; G09B9/04

- European:

Application number: JP19960153104 19960524**Priority number(s):** JP19960153104 19960524[Report a data error here](#)**Abstract of JP9308769**

PROBLEM TO BE SOLVED: To provide a novel highly interesting electronic game machine which has advantages of an analogue game and interest of a digital game.

SOLUTION: This electronic game machine is provided with a machine adapter 4a detachably attached to a game machine main body 1 and a traveling toy 5a having traveling wheels 6a. The machine adapter 4a is provided with an A/D converter which converts analogue data such as traveling speed or traveling distance of the traveling toy 5a into digital data based on the rotation of the traveling wheels 6a and outputs the traveling information composed of the converted digital data to the game machine main body 1. A game cassette 2 detachably installed in the game machine main body 1 has a program storage part for storing a game program which is so played that a traveling body on a game image is made to travel on a course based on the traveling information from the machine adapter 4a and the machine is so constituted that the game information based on the game program of the game cassette 2 is outputted on a television picture tube 7, a monitor device for game information.



Data supplied from the esp@cenet database - Worldwide